

He 111P-1 ~ H-3 BL-1 WINGS		
Roll	Area Hit	Effect (a)
2-3	Wing Root	1 wing root hit. (b)
4	Flap	1-3: Flap inoperable.(c) 4-6: No effect.
5	Aileron	1-3: Aileron inoperable. (d) 4-6: No effect.
6-8	Superficial Damage	No effect.
9	Engine	Roll D6: 1-2: Superficial damage. 3-4: Engine out. (e) 5: Runaway engine. (f) 6: Oil Tank hit. (g)
10	Fuel Tank	Roll D6: 1: Fire (h) 2-4: Leakage (i) 5-6: Self-Seal – No effect.
11	Optional	Roll D6: 1-3: Main Landing Gear Doors. (j) 4-6: Superficial damage.
12	Landing Gear	1-2: Brake out. (k) 3: Wheel punctured. (l) 4-5: Landing gear inoperable.(m) 6: Drop down. (n)

a) *Treat any second hit to the same system as Superficial damage.*

b) *4 hits to the wing root: wing rips off - Bailout on He 111 Table G-5.*

c) *When both Flaps are inoperable He 111 Table G-8 and G-9 is –1.*

d) *When both Ailerons are inoperable He 111 Table G-8 and G-9 is –1.*

e) **Roll D6: 1-5: Prop feathered. 6: Prop not feathered - 2 turns per zone due to wind drag, and is out of formation.**

f) **Roll D6: 1-5: Engine out and Prop feathered. 6: Prop not feathered – Engine is out of control, Bailout, He 111 Table G-4.**

g) **Roll D6: 1-2: Engine fire. (Use fire extinguisher: Roll D6 again: 1-4: Fire out. When the fire is extinguished, the engine is out and roll on e) above. 5-6: Fire continues - try again. (Each Engine has two Fire Extinguisher charges. If the second try fails, Bailout He111 Table G-4.) 3-5: Leakage. Roll D6 again: 1-2: Engine must be shut off after 1 more turn. 3-4: Engine must be shut off after 2 turns. 5: Engine must be shut off after 3 turns. 6: Self Seal - no effect.**

h) **Roll D6: 1: Fire is out by slipstream. Leakage. (Roll on (i) below for remaining fuel. DR -1) 2-5: Fire continues – Bailout, He 111 Table G-4. 6: Explosion – Bailout, He 111 Table G-5.**

i) **Roll D6: 1-2: 3 zones of fuel left. 3-4: 4 zones of fuel left. 5-6: 5 zones of fuel left. If this is the second hit: 2 more turns. If this is the third hit: 1 more turn. (Jettison all equipment and gain one extra turn.)**

j) *The Gear Door is jammed. If the Main Gear is functioning it can't be lowered.*

k) *-3 on He 111 Table G-8 if Brake on both Gears are inoperable when Gear is lowered at landing.*

l) *-1 on He 111 Table G-8 if one wheel is Punctured. –3 if two wheels are punctured.*

m) *If one of the Main Landing Gears is inoperable, Table He 111 G-8 is –1. If both Gears are inoperable, He 111 Table G-8 is –3. If no gears are operable Table G-8 is –2 (belly landing).*

n) *Doors open and Gear drops down, speed is reduced due to wind drag and He 111 must spend 2 turns in each zone. Roll D6: 1-3: Gear is not locked. Treat as Main Gear inoperable when landing. 4-6: Gear is locked. Treat main gear operable when landing.*

He 111P-1 ~ H-3 BL-2 INSTRUMENTS		
Roll	Area Hit	Effect (a)
2	Instrument Panel	Vital Instruments destroyed. Landing -1. Bomb Run -1.
3	Landing Gear Inoperable	Roll D6: 1-2: Left Gear.(b) 3-4: Right Gear. (b) 5: Tail Wheel. (c) 6: Right and Left Gear. (b)
4	Intercom System	Intercom System malfunctions. (d)
5	Oxygen System	Oxygen System malfunctions. (e)
6	Flaps	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
7	Ailerons	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
8	Elevators	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
9	Rudder	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
10	Propeller Feathering	Crew must immediately bail out on He 111 Table G-4 if a runaway Engine occurs.
11	Engine Fire Extinguishers	Crew must immediately bailout on He 111 Table G-4 if an engine fire occurs.
12	Electrical System	Crew must immediately bailout on He 111 Table G-4.
<p>a) <i>Treat any second hit to the same system as Superficial Damage.</i></p> <p>b) <i>If one of the Main Landing Gears is inoperable, He 111 Table G-8 is -1 . If both Gears are inoperable, He 111 Table G-8 is -3. If no gears are operable He 111 Table G-8 is -2 (belly landing).</i></p> <p>c) <i>Landing Roll on He 111 Table G-8 is -1.</i></p> <p>d) <i>Entire Intercom System. Gunners' To Hit is -1 and no Passing Shots. See Rule 8.0 – Aborting Missions.</i></p> <p>e) <i>He 111 must drop out of formation to 10,000 feet in next zone. See Rule 12.0 - Oxygen Out. and Rule 13.0 Out of Formation.</i></p> <p>f) <i>Ignore the modifier if the system is already inoperable.</i></p>		